

(((Z*Net International Atari Online Magazine
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((CONTENTS
((
((* The Editors Desk.....Ron Kovacs
((* Z*Net Newswire.....
((* Chicago ComputerFest By Atari/LCACE.....Len Stys
((* Greg Pratt Speaks At Chicago.....John Nagy
((* Lynx Update.....
((* Codehead Announces Midi-Spy.....Press Release
((* Year In Review: Education.....D.A. Brumleve
((* Year In Review: Great Lakes Region.....Mike Brown
((* Year In Review: Atari in 1991.....Gordon Meyer
((* Year In Review: GENie Utilities.....Ron Kovacs
((* Perusing GENie.....Ed Krimen
((
((~ Z*Net Newswire Ltd.....Jon Clarke
((~ Contributing Editor.....Bruce Hansford
((~ PD Software Reviews.....Ron Berinstein
((~ Reporter.....Mike Brown
((~ Assistant News Editor.....Mike Davis
((~ Publisher/Editor.....Ron Kovacs
((~ Columnist.....Ed Krimen
((~ Editor.....John Nagy
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* THE EDITORS DESK	by Ron Kovacs
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Happy Holidays!

This week's release begins our annual series of articles "Year In Review - 1991". There are a number of guests contributing to this effort and the first to accept was Dorothy Brumleve. Her contribution begins the series. If you have any feedback you would like to share with us, please send email. You may also pass along your thoughts to our guest contributors, you may send them to Z*Net and we will forward them.

Last week we ran an article written by our resident reporter at large, Mike Brown. To those that read ST-Report Online Magazine, may have noticed that a similar article appeared there. The article was written by Mike and sent along to ST-Report for publication to complete an arrangement made between the two parties. We were not part of that arrangement, and glad to see that a good article was shared with more Atarians!

This week we continue coverage of the recent Chicago ComputerFest. We have included Greg Pratt's speech he gave at the event, Len Stys has also contributed his thoughts and interviews at the event.

Next week we will continue our 1991 Year In Review.....

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* Z*NET NEWSWIRE
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NO 1 MEG ST-BOOK

The ST Book will not be built in a one megabyte configuration. Although the first production of developer machines may have one meg, all production built for sale will be 4 megabytes of ram. This is because the design of the machine makes later upgrades impossible so all of the production units will be alike. This will make the base price of the ST Book just over \$2000.00 in the basic configuration. Production is still slated for January 1992.

PHONE RATES THREATEN BULLETIN BOARDS

C&P Telephone of Virginia recently stated that the bulletin board services, commonly called BBS's are a business use, not residential, and should pay higher rates. The new rates will raise phone bills \$50 to \$100 a month and take effect this week. BBS operators who are opposed to these rates meet Thursday, 12/5/91 in the Virginia Beach Library to discuss strategy. C&P officials have refused commentary on the matter. This matter has come up in other states resulting in a compromise. A BBS operator with two or three lines pays a residential fee, anything over pays the business rates.

CODEHEAD ANNOUNCES SCANNER SUPPORT FOR MEGAPAINTE PROFESSIONAL!

Recently, CodeHead Software became the exclusive representative in the USA and Canada for MegaPaint Professional, an extraordinarily fast and feature-packed painting/drawing program developed by Germany's TommySoftware. Now, CodeHead has added support for several popular scanners to MegaPaint Professional, through communication with Dr. Bobware's new low-priced ScanLite desk accessory. ScanLite supports the Migraph, Geniscan, Golden Image and Daatascan scanners -- and now, so does MegaPaint Professional! Charles F. Johnson, co-owner of CodeHead Software, said, "When I spoke to Dr. Bob at the Chicago Computerfest, I was excited to discover that he had built into ScanLite the ability to communicate with outside applications. As soon as we returned from the show, I wrote a small external module for MegaPaint Professional that calls ScanLite and tells it to scan straight into the MegaPaint picture area." Once you've scanned an image, you can then use MegaPaint's impressive array of drawing and painting tools to retouch it, enhance it, transform it, or anything else you can imagine -- all at incredible speeds! In operations such as loading an IMG file, or rotating a block, MegaPaint Professional has been benchmarked at speeds almost 200 times faster than its closest competitor, Migraph's Touch-Up. According to Mr. Johnson, "MegaPaint's ability to use 'external modules' means that it is the only ST/TT graphics package that will never go out of date." Programmers interested in writing MegaPaint modules should contact CodeHead Software for more details.

PRODUCT INFORMATION

MegaPaint Professional, \$175 Retail, Available from: CodeHead Software, P.O. Box 74090, Los Angeles, CA 90004, Tel 213-386-5735, Fax 213-386-5789. ScanLite, \$20 Retail, Available from: Dr. Bobware, 180 N. Hazeltine Ave, Campbell, OH 44405-1024, Tel 216-743-4712.

ATM SAFETY TIPS

People who use automatic teller machines to withdraw cash are becoming targets for thieves, particularly during the rush of holiday shopping. But a manufacturer of ATMs recently said the risk can be lessened by taking several precautions.

- o Be aware of your surroundings when you approach an ATM. If you notice anything out of the ordinary, visit the ATM later or use another ATM.
- o Always look inside an enclosed site before entering.
- o Ask a friend to come along with you if you need to visit an ATM at night.
- o Have your card ready and in hand, along with other transaction materials, before you approach an ATM.
- o Stand close to the ATM when entering your personal identification number. Do not allow anyone to watch.
- o Wait until you leave the vicinity of the ATM to count your money.

For people who use a drive-up ATM machine...

- o Pull up close to the ATM.
- o Remain in the car while conducting your transaction. For added security, keep car doors locked and windows rolled up before and after making the transaction.
- o Keep the car running while operating the ATM.
- o Drive around the machine first if it is in a kiosk, or drive by it, checking between parked cars, if it is a wall-mounted unit.

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* CHICAGO COMPUTERFEST BY ATARI-LCACE                                by Len Stys
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By: Len Stys, Cleveland Free-Net Atari SIG                        telnet 129.22.8.75
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On Friday, November 23rd, I sat in my room at college and flipped coins to decide if I should go to the Chicago Atari show or study for finals the upcoming week. Well, I guess you know what I decided to do since you're reading this article. I'm glad I went because it was a great event and I found out a lot of information.

At the Atari Entertainment seminar, Robert J. Schuricht, the National Sales Director answered questions about the Lynx, new games, and the Jaguar (future tabletop video game system). Robert stated that there were over 1 million Lynx systems sold world-wide and that half of those systems have been sold in the United States. He went on to say that the "Lynx Deluxe" package is being test marketed in California at a price of \$129.95. This package consists of the NEW Lynx, AC Adaptor, ComLynx

cable, California Games, and a Lynx pouch. Robert made clear that this is a Christmas Special and may not be offered in 1992. The peculiar thing about this is that I have received many reports through Internet about it being sold nationwide--not just in California. I found the Lynx package to be so impressive that I picked one up at the show for \$125.00. If you think you may want one, you better find one quick since Robert stated there are no more Lynx systems left for Atari to ship. The Lynx has done so well that Atari cannot manufacture them fast enough to meet demand. When Robert was asked about the Lynx distribution problem, he said there wasn't a distribution problem. He said the problem isn't getting places to sell the Lynx, he said the problem is getting enough Lynx systems to these stores to sell. Robert was then asked why Atari is having production problems with the Lynx. He said Atari doesn't have enough factories to make them and this is because of their sales quota for the Lynx. To sum it all up, Atari didn't expect the Lynx to sell as well as it has. If the store near you has sold out of Lynx systems and you are wondering when to expect more, the next shipment comes in December 15. Since many Lynx game players complained about the game instructions on the back of posters, Atari decided to go back to the booklet form and include a poster.

Do you ever wonder why the Nintendo Game Boy and Sega Game Gear are advertised weekly in Sunday toy store advertisements and the Lynx is not? Robert says it is because Atari has to pay for these toy stores to advertise the Lynx. They do not advertise it themselves. Nintendo and Sega are both making a lot of money on their home video game systems and since Atari isn't really that big of a company, they do not have the funds to advertise as Nintendo and Sega does. If you remember the Toys'R'Us advertisement of NFL Football that never was released, you may wonder what happened. Atari spent \$30,000 to advertise the game and it was actually planned to be out by then. The reason it wasn't is because Atari reviewed the game and even though it was good, the Lynx developers thought they could make it better. Robert Schuricht emphasized the fact that only quality games will be released for the Lynx. NFL Football and other sporting games will not be released this year but instead Atari plans to release them all in February in a major promotion.

Many wonder why Lynx titles look so darn close to the arcade while conversions for NES and Sega aren't nearly as good. This is because Atari gets the original arcade machines and compares the Lynx game with the arcade game during development.

Most of the titles that Robert listed will not be out until 1992. Tournament Cyberball, however, will be out this year. In case you are wondering what new games will be released for the Lynx in the next few months, you can pick up the new Lynx 32-page catalog. The catalog has some impressive screen shots with a Lynx contest offering over \$2500 in prizes.

Many rumors have been spreading around the Atari world about the Jaguar. Robert made clear that plans will not be finalized as to what the Jaguar will have until early next year. The decision of what microprocessor hasn't even been finalized and the operating system has not been written. I asked if there was any chance that the Jaguar will be ST compatible and he said, "Sure!" and quickly turned his head and took another question. There have been rumors that the Jaguar may allow a disk drive, a CD-ROM, and a keyboard to be added to it. If this is true, the world of Atari should be very interesting next year. But one thing is for sure, the Jaguar will have great graphics and sound with an affordable price tag (under \$200).

Since the Jaguar will be using a much higher CPU than the Lynx, chances are that you will not be able to play Lynx games on the Jaguar. Atari didn't release the Panther this year because they felt it would be another "me too" machine. They wanted a machine that would be unique and last a long time. The Jaguar may be this machine. In any case, the Jaguar is just a rumor and has not been officially announced. Expect for it to be released at the Summer CES.

At the What is New at Atari seminar, Bob Brodie along with another person from Atari answered questions. I am not sure who the person with Bob was because I came in a little late and his name wasn't listed in the directory. It may have been Bill Rehbock. One of the questions that were asked was the date that the STNotebook and Stylus Pad will be available in the U.S. Bob stated that the STNotebook should would be available very soon with a price tag of under \$2000. The most impressive thing about the STNotebook that no other notebook has is its battery-life. The battery-life of the STNotebook is 10 hours. This is because the Atari engineers worked hard on making a portable that didn't have the same problems as the Stacy and it doesn't.

The Stylus Pad may not be released until later next year due to the cost of the storage cards. Atari predicted the cards would go down in price by the time the Stylus was ready for production but they haven't. Atari may need to work on finding another storage media for the Stylus or wait until the cards come down in price. If Atari was to release the Stylus now, you would be paying more for the storage cards than for the machine. The one unique feature about the Stylus is its handwriting recognition. The Stylus has the highest rating for recognizing handwriting. Bob joked around and said that it can even recognize Sam Tramiel's signature which is amazing.

I asked Bob what Atari had planned for 1992 specifically if Atari was planning to release any new ST computers and a multi-tasking operating system. He responded by saying that 1992 would be a very exciting year. Atari is indeed planning to release new ST computers at the CeBit show in Germany this coming March. All he would say about the machines is that they would leap-frog any other machines on the market. The TT computers will have a multi-tasking operating system but the new ST computers will not.

I also asked Bob why Atari is having a hard time distributing the Lynx to retail stores and the Portfolio in stores like Office Max or Best. He confirmed that there is a shortage of Lynx systems and that is the reason the Lynx isn't being sold everywhere yet. Atari seems to be having the same problem with the Lynx as it had with the ST. Every nation in the world wants the Lynx but Atari cannot manufacture enough to meet demand. Atari says the Portfolio is slowly working its way into more stores. The majority of Portfolio sales have been directly to large companies. Recently, Sherwin Williams purchased many Portfolios for their sales people so they can find the right color combination to make paint. How has the new HP palmtop been affecting the sales of the Portfolio? Quite nicely. Bob stated that when the HP palmtop was released, the Portfolio sales went up 100%.

I talked with Greg Pratt at the show and he stated that 1992 will be a good year and things are turning around at Atari. I talked to him about how the Lynx could have taken the handheld video game market already and he said that Atari made a lot of mistakes with the Lynx in the past. He said that resources were also a problem. By "resources" I got the

feeling he meant that Atari is still a small company and doesn't have a lot of money to manufacture quantities at once and really push them.

I spoke with John Jainschigg from Atari Explorer and he gave the Cleveland Free-Net permission to post articles from his publication. He is a nice guy but if you ever submit a letter to Atari Explorer, don't let him edit it. :) I also spoke with Bob Brodie, Director of Communications and Donald Thomas, Jr., Director of Marketing. Bob knew me from my concerning letters I send Atari every so often. Don knew me by the Portfolio SIG on the Cleveland Free-Net. The show was well done and I wish Atari the best of luck in 1992. I just hope they find enough factories to produce all of the fantastic products they have planned.

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* GREG PRATT SPEAKS AT CHICAGO Transcribed by John Nagy
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Greg Pratt, President of Atari Corporation
Banquet Address at the Chicago Computerfest by Atari
Painstakingly transcribed from videotape by John Nagy for Z*Net

Opening comments by Bob Brodie, Director of Communications for Atari Corporation.

Bob:

I'm very pleased to be here tonight and to see so many of you here. This show concept is one that we have enjoyed on the West coast for a number of years, and on the East coast as well, and I know that you all join me in really being happy that our friends at Lake County have put together this festival for all of us in the Midwest.

This could not be possible without the support of the leadership at Atari, and I'm very pleased tonight to be able to introduce to you one of the primary supporters of this show at our company... the President of Atari U.S., Mr. Greg Pratt.

[Greg rose to resounding applause, bowed, and sat down again. With laughter around, Bob took Greg by the arm and assisted him to the podium. There, he paused, looking as though he hadn't expected to speak, then pulled out a thick stack of notes from his breast pocket. More laughter.]

Greg:

Nothing up my sleeve... no, it's actually a great pleasure and an honor to have an opportunity to come out and talk to all of you. I want to thank Bob [Brodie], I know that when we talked about this event six or seven months ago, it seemed as though it would be very difficult to pull off, and there were a lot of hurdles that had to be overcome. But because of all the effort... I came out to visit Larry [Grauzas] and Mike [Brown] and saw the enthusiasm, it was something we just had to support, it made sense. It was something we had wanted to do, and tonight is evidence that the show in every respect has been a tremendous success. I've had a lot of sampling and discussions with people, just getting feedback, and I'm very, very pleased, and pleased that Atari

could support this event.

I'm going to spend a few minutes talking about Atari and the year 1991, and then talk a little about 1992. I'm going to try to share with you where Atari has been, and where we would like to see Atari in the near future.

This is an especially important group, comprised of dealers, developers, and most important, you loyal Atari users who have been loyal to Atari even in times when it seemed as though Atari was ignoring you. I think you are owed some insight as to the dynamics of what has been happening at the company.

I have characterized 1991 as a year of transition. This is the beginning of my second year as President of Atari Computer Corporation. I took over from a gentleman who was named Elie Kenan, some of you may remember him, who had come to America from France. He was here for only a few months, and I stepped into a situation that was, quite frankly, very confused, with no particular direction. We had a situation where many developers were abandoning the platform, we had products that we had promised that had not been delivered. The overall position at Atari a year ago was very weak.

I took a look at this situation and tried to figure out what we could do. All of the guys got together, and we decided what we needed to do was to focus on a couple areas that were key, a couple of areas which would address each significant group. That is, we had to have a dealer program, we had to have a developer program, we had to have a user program.

We put together something called the Aegis Partnership Program, coined by Don Mandell. The concept of the Aegis Partnership Program was a situation whereby we would recognize that Atari, together with a strong developer group, together with a strong dealer group, would be able to offer end users a superior solution.

We identified those particular solutions where we excelled over everyone else, then pushed them to our maximum. We went forward with our Aegis program and had our first Aegis meeting, our summit, in Sunnyvale. Many of you were there, and it became the launching platform, if you will, for what today has become a resurgence for Atari.

We've done other things that we needed to do to make the Atari a viable platform on the professional level. Things like going out and getting General Electric support for our products, so that we now can offer on-site support for business applications. Things like adding to the financial repertoire, to not only have a flooring plan but to install a leasing program such that businesses who want to lease Atari product will be able to do so.

We added certain key staff members, people like Bill Rehbock who came on about the same time, Bob [Brodie] who has been around for a long time but who has really come into his own in the last year, Don Mandell, James Grunke, Mike Groh, Art Brysinsky, Don Thomas, and John Jainschigg with the Atari Explorer magazine who has done a fantastic job. A lot of these guys and some of the people who have been there -- all they needed was a little bit of room in which to operate. One of the things that I saw that we needed to do was to give people the flexibility that they needed in order to get the job done. We have had the support, wonderful support of the Tramiels. Sam, in particular, backed it most especially,

and I think the crew has performed very, very well.

We did things with developers -- to try to hold developers over, the ones who were weak for whatever reason, or needed assistance, and tried to figure out ways to help them. We came up with developer co-op plans, and today when you see Atari ads in magazines, in music magazines, in DTP magazines, it's not just a glamour ad of Atari products, it's Atari products doing something. It's one of the keys, and one of the things we've focused on is to try to show environments where we have actual superior solutions. And we are making sure developers are able to get their word out about our machine.

We did things in the dealer area to strengthen it. We have the samples program that allows dealers to get samples, new samples each quarter at reduced prices. We have a co-op program, floor planning, the lease program. We did things like extending the warranty -- all Atari computer products now bear a one year warranty. Things that should have been done in the past, that for whatever reasons weren't done, with this new group, with this new commitment, with this new enthusiasm, we took a look at to see what needed to be done, and proceeded on it.

We even shipped new products in 1991. [Laughter, then applause.] The Mega STE, the TT030, the SLM605, products that we had been talking about for a long, long time, we finally got out the door. We pushed and screamed and prodded, and finally made it happen.

1992 will be even more interesting. We'll have new products that we'll focus on to take us to the next level. One of the particular products that is a most pressing need, we certainly need to have networking solutions. In order for us to get to the next level, we need to have viable network solutions, and we have several. Rather than sitting and waiting for one company to come up with a solution, we have several alternative solutions. We'll see which one comes first and we will get behind that one and move it, so that the end users will be the ultimate beneficiaries as soon as we can possibly make it happen.

If you stopped over at the booth, you saw some very excellent color boards, those are American solutions, the Leonardo card. We also have some German solutions, like the Matrix card. We are talking true color, 24 bit color boards -- this is going to get us into a whole new level, a new positioning such that we are now talking about being able to use Atari equipment in the presentations graphics segment of the market, which is the hottest market segment. And we will be there in real time, not coming in a year after the fact, but rather on time, and in fact leading the way.

There will be other new products. You've seen some of us walking around with our "040" pens. I'm not going to talk a lot about it, but you know we are working on 040 products. Those products will see their initial introductions at Hannover [in April 1992]. Those products will, at that point, begin going to developers. You'll see probably a nine to eighteen month gestation period, depending on how quickly the Codeheads can get their act in gear... [Laughter] and certain other people. This time there are some wonderful development tools that will go along with the product that will reduce time to market, and that should help tremendously.

So you will see this year where the company will be going after the TT030, but I caution you that the TT030 will have to be the machine that we will have to rely on for the next two years. It should be the

backbone. There will be certain higher end solutions that will make sense and will be used on the new machines.

In terms of our marketing direction, a year ago we decided that we would focus on music and direct-to-press. This year we were at CEPS, which was very successful for us. We were at SEYBOLD. The Seybold report is to come out Monday, with a seven or eight page writeup by Johnathon Seybold's company which very definitely gave us headlines: "Atari Makes Bold Entry into US DTP Market". It's been years that people have been waiting for that to happen, and his review is fair. We are a serious contender. But at the same time that we are talking about these high end solutions, we are also not ignoring the broad base.

Today, we have the 520 Discovery pack and the 1040 Family Curriculum pack. These are packages that we put together with the other English speaking countries of the Atari world, driven by the UK market, but including Canada, the US, and Australia. These particular packages are very viable, and we hope to sell just thousands of them. I know that it makes developers feel good to think about that head count of users.

In 1992, we will focus on presentation graphics packages. A lot of that will depend on how successful we are and how quickly we can get the color boards out, and software that actually uses that hardware, though I'm sure that will happen very quickly. You'll see us announce new programs in education. And we will focus on CAD applications. The key element is having the video boards that will take us past the ST and TT resolutions all the way up to the professional pre-press type of stuff.

There's one area I am particularly proud of, and that's the work John Jainschigg has done on Atari Explorer. When we came into Atari Explorer a year ago, we were, I think, four deliveries behind, there was all kind of turmoil. But John has taken that bull by the horns and has done an excellent job. [Applause]. Within the next six week you're going to see two more issues. One issue is dedicated totally to Atari music and there is a cover over there showing Star Parodi. Craig Anderton is the new music editor. NAMM is going to be an excellent showcase for us, and we are really going to push very hard in this direction. The second issue will be Atari in the Movies, and will particularly focus on the Terminator 2 movie. If you saw the movie T2, you know that the Portfolio is the computer that saves the world. When T2 goes to video this winter, Atari will have a huge tie-in. We'll be there giving away units, there will be all kinds of cross-promotion all over the United States. Dealers, make certain you take an additional stock on the Portfolio, because you'll be having lots of people coming in, interested.

Very briefly, about our distribution strategy. You hear me talking about high end products, although we talked a bit about low end products. Just so it's clear who we are and where the company is going, because we have such a wide product diversity, because we have product on one hand, a palmtop, on the other side, our implementation of UNIX V System 4 (which you should take the time to look at, its very good), we find ourselves in the situation where there is no one particular channel that we can use exclusively to get these product to market. So we find ourselves using basically three segments. At the very top of the pyramid, we have VARS, OEMs, independent hardware and software resellers. Then we have a middle section that is comprised principally of computer dealers. Then at the base of the pyramid, we have mass merchants and the consumer end.

It is Jack's desire for this company -- Jack [Tramiel] is still very much involved in setting the strategic direction of this company, and he is committed to having a consumer products oriented company. We are the "Volks Computer Company". We are the people's computer company. Our principles remain unchanged, we believe in offering the most power at the best price. We want to try to have the best value relationship that we can possible have. Another quote from Jack is that he believes in "selling to the masses, not the classes." So anything that we do today that's at the top of the pyramid, our objective is that within three years, or whatever the development cycle, to have it at the base of the pyramid... so that we can offer it to the most people we possibly can, just as soon as we possibly can. And that overriding concern reflects the fact that the end user is ultimately our boss.

In conclusion, I would like to again personally thank each and every one of you for making this event a success -- thank you.

[Applause]

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* LYNX UPDATE
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November 1, 1991 by Bob Schuricht, National Sales Director for Atari Corp. List of current and future Lynx releases as of that date.

Bob admits that a few of these titles - particularly in the "New Projects" category - may never see the light of day, but most of them are in some early stage of development.

- Chris Bieniek, Contributing Editor
Video Games & Computer Entertainment

Available Now

California Games	Robo-squash	Blue Lightning
Shanghai	Paperboy	Rampage
Chip's Challenge	Gates of Zendocon	Gauntlet
Rygar	Electrocop	Slime World
Xenophobe	Ms. Pac-Man	Roadblasters
Warbirds	Klax	Zarlors Mercenary
Ninja Gaiden	Blockout	Pac-Land
A.P.B.	Turbo Sub	Checkered Flag
Scrapyard Dog	Ishido: The Way of Stones	Viking Child
S.T.U.N. Runner	Hard Drivin'	Robotron 2084
Bill & Ted's Excel. Adven.		

1991 To Come

Awesome Golf
Tournament Cyberball

1991 In Test

Xybots
Toki
Baseball Heroes
Hockey

Super Squeek
Crystal Mines II
Strider II

1991 In Process

Lynx Casino	Pit Fighter	720
World Class Soccer	Hydra	Rolling Thunder
NFL Football	Vindicators	Pinball Jam
Hyper Drome	Raiden	Space War
Basketbrawl	Dirty Larry	Cabal
Geo Duel (note - shown as "Cancelled" on Atari's list)		

New 1991/92 Projects

Lemmings	Shadow of the Beast	Bad Boy Tennis
Malibu Bikini Volleyball	Dracula	Battlezone 2000
Dino Quest	Daemonsgate	Ninja Nerd
Ninja Gaiden III	Asteroids/Missile Command	Switchblade II
Eye of the Beholder	Blood & Guts Hockey	Full Court Press
Heavyweight Contender	Gordo 106	Road Riot
Rampart	Batman/Penguin-Packout Deal	Steel Talons
Operation Desert Storm		

This list does not include third-party titles from Telegames, which has released or announced the following games:

The Fidelity Ultimate Chess Challenge---now available
Qix-----now available
Krazy Ace Miniature Golf
R.C. Destruction Derby
The Guardians: Storm Over Doria Role-Playing Game

Other third-party titles may not appear in the above listing, particularly if the games are not scheduled to be released by Atari under their own name.

///////////////// Softcase Game Card Wallet ///////////////////
///////////////// for the Atari Lynx ///////////////////

NOW \$5.95!!

Greetings from Realm...

A couple years ago Realm introduced the Softcase System. It was comprised of 3 pieces that acted individually or together. One of those pieces was the Game Card Wallet. Do to the overwhelming cost of the system and cheaper cases being released we had to discontinue the other two pieces. The Wallet is and will be supported for a long time to come.

The Wallet was created to overcome some of the limitations of permanently attached pockets. The largest being no expansion room once full. Plus the inconvenience of having to drag the case along, even if your moving one chair over for the big Comlynx match.

The Wallet itself is basically the size of a sheet of paper and folds similar to a letter. It has an outer lining of Black DuPont Cordura and an inner lining of 1/8" foam backed headliner. Sewn to the headliner is

3 rows of 3 Clear vinyl pockets topped with black edging. The Wallet folds compactly so that all games are held securely in place. It holds 9 (over \$250 worth) of games or you can double stack and get up to 18.

Now for the good news! As of this message the Wallets will be \$5.95 ea plus shipping (thats down from \$12.95!). Shipping will be \$3.00 up to 3 then \$.50 for each additional 3. For Example: If you order 1-3 Wallets shipping will be \$3.00. If you order 4-6 Wallets shipping will be \$3.50 and so on... Full Money Back Guarantee!

In order to accomplish such a great price I had to go direct only. You can send a Check or Money Order to REALM, 10504 Easum Rd., Louisville KY 40299, Call 502-267-7024 for info or leave E-Mail on GENie to REALM (it will be answered the same day). All orders are shipped in 1 Day or less (10 minutes being the record). Please send a UPS'ble address (No PO's) if possible.

Further information can be found in the Lynx Accessory topic in the Atari RT on GENie. It's Page 475;1, Category 36, Topic 18

Thanks for the support!
Joey Sherman
Owner

ATARI PORTABLE ENTERTAINMENT ANNOUNCEMENT

Christmas is almost upon us and the best gift you can give to your favorite Lynx owner (next to a couple of games and maybe a second Lynx) is a year's subscription to A.P.E. (Atari Portable Entertainment) Newsletter.

Each issue of APE is full of the news, information, and game tips a Lynx fan needs.

Find out what new games are coming up (usually months before you read about it in the full color glossy magazines you'll find at the newsstands).

Get the tips you need to help you conquer those tough games. Hear what's going on with third party developers and what they have in store for you.

Check out what rumors are circulating on the grapevine. Find out what hidden secrets are lurking in your favorite games. and more...

APE is written 5 times a year (Winter, Spring, Summer, Fall, Christmas) by Clinton Smith. Clint has been playing Atari games since the late 70s and makes it his business to find out everything that's going on with the Lynx. He has written game reviews for Atari Explorer, Start, and is currently the Lynx columnist for AtariUser.

A year's subscription to APE costs only \$6.

The following back issues are available for \$1 each.

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Summer CES news, Game tips for California Games, Chip's Challenge, Gauntlet 3, Electrocop, Gates of Zendocon, and Blue Lightning.

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Send a check or money order made out to Clinton Smith to:

APE NEWSLETTER

2104 NORTH KOSTNER

CHICAGO, IL 60639

If you send more than \$6 be sure to indicate which back issues you want. If you want to receive your first issue (or any back issues) in time for Christmas, send in your check or money order as soon as possible.

If you have any questions you can leave a message to Clint on Genie at C.SMITH89

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* CODEHEAD ANNOUNCES MIDI SPY                                     Press Release
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.....:
:      :
: CodeHead Software announces MIDI Spy!      :
:      :
:      A Unique MIDI Sequencer That Records  :
:      :
:      And Plays In The Background!          :
:.....:
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With MIDI Spy installed, you'll never lose another valuable musical idea because your sequencer wasn't ready to record -- MIDI Spy is always listening. You can call it background operation or you can call it MIDI multi-tasking, but what it gives you is freedom and power!

Whether you're a professional musician or a music hobbyist, MIDI Spy is the recorder you've been waiting for. As a musician, it's never easy to remember to push that button BEFORE you start recording. Many times you'll just start playing without realizing you're about to create something you should capture. Plus, there's always that stigma attached to the "red light" that tends to inhibit your talent.

With MIDI Spy, you can forget about these things. You don't have to be a recording engineer. You don't have to anticipate your moments of inspiration. And you won't feel the pressure of the red light. In fact, you'll even forget MIDI Spy is installed, until you're ready to replay your creations.

Even if you aren't in a creative mood, MIDI Spy can make your day. You can tell it to play a list of MIDI files in the background while you continue to use your computer for other tasks like word processing, desktop publishing, telecommunications, or file maintenance. Now you don't need to waste time while waiting for an upload or download through your modem...you can be working (playing) with your MIDI equipment!

Feature List

- o Runs as a program or a desk accessory in all resolutions on all Atari ST, STe, and TT machines.
- o MIDI data can be recorded or played back at any time -- from the desktop or from within GEM or TOS programs, whether the MIDI Spy dialog box is open or not.
- o Up to 999 songs can be recorded, played back, loaded, or saved.
- o GEM dialog box provides control with the mouse or keyboard.
- o Load and save single songs or sets of songs in MIDI Spy format.
- o Load and save single songs, sets of songs, or multitrack recordings in ALL of the current MIDI standard formats, allowing you to exchange recordings with any other sequencer supporting MIDI standard files.
- o Definable "record gap" automatically divides your recordings into individual songs for easy retrieval.
- o Recordings may be layered through overdubbing and merging of songs.
- o Timing resolution is equivalent to 96 ticks per quarter note at 120 beats per minute and background operation is not affected by the current foreground task -- MIDI Spy is rock-solid!
- o Hot keys are always active, allowing control of MIDI Spy from your computer keyboard at any time.
- o MIDI Spy functions can be assigned to MIDI commands to control operations directly from your MIDI keyboard -- without even touching your computer.
- o Autoload a song or set of songs and even have MIDI Spy start playing automatically when you boot up.
- o Song information, including copyright notice, can be entered and saved

with your songs. Song and track names from MIDI files will appear in the song information box.

- o Chain songs together for continuous "juke box" type of playback -- unaffected by the current operation of your computer.
- o Uses only about 30K of memory plus as much or as little memory as you wish to use for recording.
- o Thermometer bar display of memory usage shows memory available and memory used, by the current song as well as the whole set of songs.
- o Tempo can be adjusted from 10% to 300% of the original tempo.
- o Fine tuned for non-interference with your other programs. Special hooks provide communication with the included program, Captain Hook, which helps eliminate MIDI overflow.
- o Software selectable THRU option.
- o Customize your MIDI Spy configuration by saving it directly into MIDI Spy.
- o Special MIDIMAX mode allows you to actually record your MIDIMAX output. (MIDIMAX is CodeHead's real-time MIDI performance tool featuring chord maps and MIDI macros).
- o 100% assembly language, complete with all of the quality you've come to expect from CodeHead Software.

Try the free MIDI Spy demo for yourself to get a taste of this amazing new concept. Don't let your computer tell YOU when to be creative... with MIDI Spy you're always ready.

Availability -----

Projected release date for MIDI Spy is December 16, 1991. A demo version is available now on all the major on-line services as well as the CodeHead BBS. Suggested retail price is \$79.95.

For more information, contact your local dealer, or:

CodeHead Software
PO Box 74090
Los Angeles, CA 90004
Tel (213) 386-5735
Fax (213) 386-5789
BBS (213) 461-2095

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YEAR IN REVIEW: 1991
EDUCATIONAL SOFTWARE DEVELOPMENTS
Copyright (c)1991, D.A. Brumleve

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Please note: All file numbers and user addresses refer to GENie; the files mentioned may also be available through other national and local services.

In the UK, they call it "edsoft", and they have plenty of it. In the US, it's "educational software", and, in a good year, it represents approximately 3% of ST software sales. This market includes programs as diverse as an onscreen coloring book for 2-year-olds and a program that simulates physical phenomena for the aspiring scientist. It includes productivity programs whose users just happen to be children. It encompasses Bible search programs, databases of Shakespearian quotations, electronic worksheets, Morse Code generators, and a variety of games with a definite instructional purpose.

Tom Nielsen of eSteem, inc. (205-941-4910), developer of the PILOT authoring language, made his show debut at the WAACE AtariFest '91 and offered a seminar to demonstrate this powerful program. Teachers (and others) can use the program to develop their own tailor-made software curriculum. The price was lowered late this year to \$79.95. To encourage the use of the program in schools, eSteem announced a free site license to be granted to early purchasers of the product. A most unique feature of PILOT is its ability to work in concert with external devices such as a videodisc player or CD-ROM. This kind of support will help make ST family of computers competitive with the latest technology in computer-assisted education. eSteem has also made available a shareware version of the PILOT runtime program, COPILOT, so that those who don't own PILOT itself can still make use of PILOT applications.

Back in 1990, shareware programmer Ken Kressin (K.KRESSIN) of the Knowledge Vine released seven educational programs for children (and adults) which have become staples of user group and "PD" libraries across the nation. Ken's programs are unique in their effective use of delightful animations for both entertainment and instruction. Unfortunately for ST users, Ken's life this year was disrupted by a move. He assures me, however, that he is working on additional programs in the Knowledge Vine series, so look for more releases soon. His older shareware files all note his previous address. Please update your address book, and keep those shareware contributions pouring in! Ken's current address:

The Knowledge Vine
440 Adams Street
Plattville, WI 53818

Albert Bagetta (BAGET) has continued to come out with an eclectic array of shareware programs for children and adults, many of which have an academic or instructional purpose. Want to analyse Browning's poetry? Yep, there's a Bagetta program to handle that (file #19164).

G. Wren (G.WREN) has updated his shareware teacher's database, CLASS, to version 3.1 (file #20591). Andzrej Wrotniak (J.WROTNIAK) has improved his commercial El_Cal and StarBase so much that I wonder how far they can go from here. Minimalist versions of these programs are available without cost. (STAR2000.LZH is file #21570 and SUBCAL20.LZH is file #21565). Although WizWorks! (C.WALTERS1) isn't usually mentioned in discussions of edsoft, I believe their MugShot belongs here. 1991 has seen several improvements and extensions of this kidfriendly program.

Artisan Software has long offered the only commercial crossword creator for the ST in the US, Word Search 2. Now ST users have a choice: John Hutchinson (JOHN-HUTCH) of Fair Dinkham Technologies (505-662-7236) has just announced the commercial release of Crossword Creator and Word Search Creator. At \$24.95 and \$19.95 respectively, these programs are priced to fit school budgets. A demo version of Crossword Creator is available on GEnie (file #21595).

I spent most of my development time this year translating some of my commercial programs to foreign tongues. Kidpublisher Professional, Kidpainter, and Super Kidgrid are now available in German, Icelandic, and Dutch as well as English, and additional translations are underway. We also developed a "Creative Discovery Packet" which we market to early childhood teachers through education conferences. The packet includes a 1040STe, 11 preschool-level programs specially-designed for classroom use, a users manual, disk box, and mouse pad. We've seen a lot of interest at the conferences we've attended, and we intend to show the package at more conferences next year. Because of his role in the development of this Packet, my educational consultant has been invited to speak at a regional conference in February.

We have several new programs under development. Closest to release (1st Quarter of 1992) is Multiplay, a program that provides a variety of activities related to multiplication and addition. A miniature version of this program, Mini-Multiplay, has already become part of our "Learning Games Packet", a diskbox with 10 programs drawn from a variety of sources in the PD/shareware and commercial markets.

We are not the only ones who have thought of bundling STs with software for the educational market. Computer Curriculum Corporation has placed many STs in computer labs across the country over the past five years. Atari UK and Atari Canada have offered an educational package to consumers. Now Atari US has announced at Comdex the availability of a "Family Curriculum" bundled with a 1040STe computer. The package contains programs that should interest nearly everyone in the family.

The Educators' Atari Club has long supported teachers using 8-bit Ataris in their classrooms. This year, the group has begun to add ST support, and I feel certain that this will extend their effectiveness in helping teachers get the most out of a classroom ST. If you know a teacher who is using an ST (or an 8-bit) in the classroom, please let them know about this club and its informative newsletters! Applications for membership are available from:

Peter Loeser

P.O. Box 1024

Laytonville, CA 95454

Membership is only \$25 and includes a subscription to AIM as well.

There have been many new products released in the UK this year. As far as I know, none of them have made their way over the Ocean except in isolated purchases by dealers. Many of the new UK programs are specific to the National Curriculum in England.

Others would require Americanization to be useful in the US; a spelling program that claims "realize" is misspelled isn't that helpful to American third-grader. I am watching for programs that are genuinely different from the many edsoft products already available in the US.

There aren't many developers in North America currently offering educational products. For a long time, I was the only one who was a

member of the IAAD, so, while that group was useful to me in regard to concerns common to all developers, it was not so beneficial in addressing concerns that were specific to the edsoft market. Now edsoft developers are working to communicate more regularly. This should benefit both the individual developers and the teachers and students who use their products.

I'm hearing from a lot of teachers throughout the world who are using STs in their classrooms, and I hope this trend continues. Schoolchildren from New Zealand are penning their first stories with Kidpublisher Professional, Icelandic 3rd-graders are making color-by-number pictures for each other with Super Kidgrid, New Yorkers are singing along with Telegram, handicapped elementary pupils in Holland are experimenting with Kidpainter's mirror-imaging function. I've noticed a trend among the parents I meet at shows also. It used to be that many parents kept the home computer to themselves. Over and over, I would hear the remark, "If I let them use it, I'll never get a chance to use the computer myself!" Now I see parents passing the old 520 on to their children when they purchase a more advanced ST/TT.

There are signs, such as the "Family Curriculum" bundle, that Atari is taking the family/school market seriously. I've had discussions with both Atari Canada and Atari US this year that have shown that Atari does indeed have an interest in this market and a willingness to address its needs. With the hoped-for changes in marketing by Atari, more developers will have the incentive to release programs for the educational market. The software we already have is varied and powerful. Edsoft developers are working together to improve their products and to market them more effectively. I expect 1992 to bring new offerings to strengthen this market and make the ST a more attractive purchase for the schoolroom and home.

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YEAR IN REVIEW: 1991
ATARI GREAT LAKES REGION IN REVIEW
by Mike Brown (LCACE)

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The past year has been very active for Atarians in the Great Lakes Region. This year, we have been especially blessed with a great wealth of special events and activities to keep the interest level of faithful Atarians at a fever pitch.

Some highlights:

- Atari debuted their "Professional Systems Group" with many and varied solutions for "Direct to Press" applications. Atari established themselves as a serious player in the DTP market with an outstanding showing at the Corporate Electronic Publishing Show (CEPS) held at Chicago's McCormick Place. Atari invited a number of European and Domestic business partners to exhibit at CEPS in the Atari booth. Among those showing products were: 3K, ISD Marketing, Goldleaf Publishing, and SoftLogik Publishing.

- Milwaukee Atari ST user group held their first annual spring AtariFest. The one-day event drew developers from across the country for a great festival of Atari enthusiasm.

- Indiana user groups MIST, BLAST and ASCII co-produced AtariFest III held in Indianapolis. A great showing of developers and user groups played to a fine Midwestern crowd. There was an organizational meeting held at the show to solidify ties within the newly-established Midwest Atari Regional Council (MARC) member user groups, and to provide information to potential MARC members.

- Washtenaw and Windsor Atari user groups co-produced the Detroit-Windsor International AtariFest held on Windsor's St. Clair College campus. The show produced good crowds despite poor weather and fears about customs difficulty. Many new products debuted at this show, such as Gadgets by Small's 68030 "SST", JMG's HyperLink, etc.

- Milwaukee's MilAtari User Group again did a fine job of handling the computer gaming area for Atari Corp. at TSR, Inc's "GenCon" general gaming fair. Over 50 Atari ST systems were dedicated for open gaming and for MIDI-maze competitions. Many thousands of attendees were exposed to Atari computer systems and LYNX machines for the first time.

- Lake County Area Computer Enthusiasts expanded their previously regional shows into a partnership show sponsored by Atari called "Chicago ComputerFest by Atari. Emphasis was placed on attracting the existing Atari userbase as well as the potential Atari buyer. A number of unique ideas were tried, such as teaching seminars, extensive 8-bit support, and a gaming area run by MilAtari (patterned after their area at GenCon). The show marked a new era of cooperation between Atari Corp. and Atari User Groups to produce professional-level shows. The first annual MARC Excellence awards were presented (for outstanding service to the Atari community) at the show banquet.

As always, the enthusiasm of the userbase itself has fueled these significant milestones of 1991. We hope that the Atari community will "keep the faith" and continue to give their enthusiastic support to their local user groups and to special projects sponsored by them. If you are not currently a user group member, please consider visiting your local users group and giving them a much needed show of support.

Although the past year was a banner one for the Great Lakes Region, we are already planning for the future. In 1992, the collective user groups of the Great Lakes Region plan to establish stronger ties under the MARC umbrella. This cooperation will better coordinate special events held in the Great Lakes Region, and establish a stronger and clearer united voice speaking to issues affecting the Atari community.

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YEAR IN REVIEW: 1991
ATARI IN 1991 AND BEYOND
by Gordon R. Meyer

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CIS: 72307,1502

Genie and Delphi: GRMEYER

In thinking about the current (and future) state of Atari, I find my thoughts drawn back to the year 1986. Not in sad reflection on what "could have been if only Atari Corp had...[fill in the blank]", but rather on my original motivation to purchase my first 520ST. To make a long story short, it was the speed, flash, and sexiness of the machine

of the ST that led me to it. It met the basic requirements of having an 80 column display, a decent word processor, and it could play Joust. And it did all these things in a way that was, and still is, unlike any other computer on the market. I plunked down my money (\$800.00) and never really looked back.

That 520ST is long gone, having been replaced by a series of four machines, each more sophisticated than the last. My sophistication has grown too, and although First Word doesn't seem like the marvel it once did, Joust still gets a healthy work out on a regular basis. While I'm no longer in awe of the machine, I now have an appreciation of what it has done for me, and the things it enables me to accomplish on a daily basis.

This last year, 1991, was a good one. It brought me some wonderful new software that has radically changed and improved my computer investment; an updated WordPerfect, CodeKeys, GramSlam and Grammar Expert, WordFlair, an updated MVG, MultiDesk Deluxe, MaxiFile III, Stalker3, and CardFile3 just to name a few. There's freeware and shareware too; QuickCIS, Two Column Printer, BDB, On_Schedule and others are tools I use often and with much appreciation.

Okay, maybe not all of these were introduced in 1991, but they were all added to my collection this year. What counts is that they were new to me, undiscovered gems (no pun intended) in the Atari universe that have brought me much benefit and usefulness. My assessment of whether 1991 was a good year for this Atari user is this: When I look back at what I was accomplishing with my ST at this time 1990, and compare it with today, the difference is amazing. And this happened during a year that looked pretty darn bleak when it first started out.

Somehow, the Atari future doesn't look as dim today as it did in December of 1990. The exciting new hardware, a seemingly new attitude at Atari Corp, and a loyal and vocal user base all contribute to make it better. One of the things I'm most excited about is the increase in software power and professionalism I've noticed in the last several months. When I see packages like MultiDesk Deluxe and Stalker3 still coming down the pipeline I can't help but feel excited about what 1992 might hold. And I can't wait to find out what undiscovered gems I'll uncover along the way.

I think we're seeing a new level of maturity and acceptance coming to the Atari market and user base. As the Atari computers find may be their inevitable place in the market hierarchy, we users can stop wringing our hands and start enjoying our unique and oh-so endearing computers.

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YEAR IN REVIEW: 1991

GENIE TOP 100 UTILITY DOWNLOADS OF 1991

Compiled by Ron Kovacs

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The following list has been compiled from the GENIE ST Roundtable library. The period used starts from December 1, 1990 to November 30, 1991. The files were ranked by downloads accesses.

File#	Filename	Rank	Uploader	Date	Bytes	Accs	Lb
19837	CPX.ARC	1	X ATARIDEV	910620	100096	1020	2
19472	VKILL384.LZH	2	X V.PATRICELL1	910525	65152	872	2
20271	ARCSHL26.ARC	3	X C.F.JOHNSON	910724	47232	854	40
18942	LZH11318.LZH	4	X J.ROY18	910407	51660	779	40
19476	LHA130.ARC	5	X R.BURROWS1	910525	61184	757	40
18494	SPBT70.ARC	6	X G.W.MOORE	910303	182700	696	2
18820	ARCSH24.ARC	7	X C.F.JOHNSON	910330	46620	696	2
18561	DISKFIX2.LZH	8	X R.GLOVER3	910309	10080	661	2
19233	DCPOPBAR.ARC	9	X DOUBLE-CLICK	910503	8960	628	2
19959	TOS14FX2.LZH	10	X K.BAD	910629	1920	599	2
21432	LZH_201H.LZH	11	X T.QUINN1	911101	111104	566	40
18073	GERM2ENG.LZH	12	X D.HELMs	910126	51660	565	2
19133	DCBOOTIT.ARC	13	X DOUBLE-CLICK	910426	5120	549	2
18757	LHZ11316.LZH	14	X LEPULLEY	910324	21420	547	40
18183	UNERASE.ARC	15	X GREG.B	910206	13860	535	2
17999	DCMAXTRK.ARC	16	X DOUBLE-CLICK	910118	6300	526	2
19844	DCSALVAG.ARC	17	X DOUBLE-CLICK	910621	5760	491	2
18118	MEMFIL30.ARC	18	X R.FLASHMAN	910131	46620	490	2
20124	GER_CPXS.LZH	19	X ST-REPORT	910710	29696	469	2
20514	ZOO21.ARC	20	X S.YELVINGTO2	910815	62080	469	40
20698	DCRUNREZ.ARC	21	X DOUBLE-CLICK	910830	4864	461	2
20145	DISKSTAT.ARC	22	X DOUBLE-CLICK	910712	11136	449	2
19193	PATCH302.ARC	23	X GRIBNIF	910430	184448	444	2
18041	LOUDFORM.ARC	24	X GHUNGERFORD	910123	25200	443	2
19417	ST_HDCB.ARC	25	X M.HILL13	910520	2816	442	2
18493	SB_OTHER.ARC	26	X G.W.MOORE	910303	78120	422	2
19620	STZIP08.LZH	27	X G.FORD5	910606	54656	420	40
19451	DCR_TMAG.ARC	28	X DOUBLE-CLICK	910524	5376	419	2
20529	DCMOMETR.ARC	29	X DOUBLE-CLICK	910816	6528	417	2
21020	DCPOPBR2.ARC	30	X DOUBLE-CLICK	910920	11520	414	2
19191	FIXQUEUE.ARC	31	X GRIBNIF	910430	8064	409	2
20599	DCLITOFF.ARC	32	X DOUBLE-CLICK	910823	3840	407	2
18985	DCTOPPER.ARC	33	X DOUBLE-CLICK	910412	4992	399	2
17629	UNsIT.ARC	34	X STARFALL	901217	36540	392	40
20472	FPPRNT.LZH	35	X F.PAWLOWSKI	910811	1920	390	2
20705	EXTRACTR.LZH	36	X H.SARBER	910831	17152	384	40
19299	DCRTCALL.ARC	37	X DOUBLE-CLICK	910510	4864	384	2
19390	DCADUMP.ARC	38	X DOUBLE-CLICK	910518	5376	382	2
17910	2COLUMNS.LZH	39	X JWC-OEO	910108	56700	381	2
18060	MAGICBRW.LZH	40	X G.THERREAULT	910125	32760	372	2
18038	MADFORMT.LZH	41	X TMP	910123	15120	368	2
19610	GVIEW105.LZH	42	X JVAN	910605	72704	367	2
19548	DC_MWRAP.ARC	43	X DOUBLE-CLICK	910531	5504	360	2
18150	15_ICONS.LZH	44	X B.ROBINSON5	910203	6300	359	2
19628	DCTOPER2.ARC	45	X DOUBLE-CLICK	910607	6144	359	2
20009	MDATE.LZH	46	X J.H.CARROLL	910703	49536	358	2
18612	APROCALC.ARC	47	X JAKOB	910313	60480	356	2
20295	DCNOSTIC.ARC	48	X DOUBLE-CLICK	910726	7168	352	2
20340	LZH11321.LZH	49	X M.CULVER3	910730	33536	351	40
18276	DCDIRDMP.ARC	50	X DOUBLE-CLICK	910215	6300	350	2
20636	SCSIWAIT.LZH	51	X L.HILL	910826	2944	342	2
17852	HDFREE21.ARC	52	X P.VERMEULEN	910102	17640	333	2
18197	DC_FKEYS.ARC	53	X DOUBLE-CLICK	910208	6300	331	2
20619	EDI_UTI1.LZH	54	X E.KRIMEN	910824	23296	331	2
21270	CPX_MDLS.LZH	55	X E.KRIMEN	911016	30336	328	2
18729	ABFORMAT.ARC	56	X GHUNGERFORD	910321	20160	327	2
18179	NOROACH.LZH	57	X K.BAD	910206	17640	325	2
18298	D_VIEWER.ARC	58	X A.CUMMINGS	910217	8820	325	2

17864	DCMSHIFT.ARC	59	X DOUBLE-CLICK	910104	5040	322	2
20006	WEIRDER.LZH	60	X G.KICHOK	910703	8448	322	2
19996	ST_ZIP09.LZH	61	X ST-REPORT	910702	55680	319	2
18983	MULTI135.LZH	62	X R.JUDSON	910412	16256	317	2
20546	PULLDOWN.ARC	63	X DOUBLE-CLICK	910817	4864	316	2
18100	IBMDISK.ARC	64	X ANTIC	910128	34020	314	2
20616	CHKHD81.LZH	65	X E.KRIMEN	910824	34944	307	2
19286	STREE102.ARC	66	X ST-GUEST	910509	50304	302	2
19739	DCRESERV.ARC	67	X DOUBLE-CLICK	910614	8576	299	2
18485	MCGBROWS.LZH	68	X G.THERREAULT	910303	35280	298	2
20587	BOOT_CPX.LZH	69	X E.KRIMEN	910822	4608	296	2
18683	ST_TOOLS.LZH	70	X JVAN	910317	59220	294	2
20027	XSHELL.LZH	71	X DARLAH	910704	247296	293	40
19136	FUNKALRT.ARC	72	X C.F.JOHNSON	910426	3200	291	2
17857	PFXPAK.LZH	73	X W.LORING1	910103	7560	290	2
21155	VDPQSHAR.ARC	74	X MCP.TECH01	911003	2560	290	2
20966	SUPERBTA.PRG	75	X G.W.MOORE	910917	768	290	2
21008	SUPRAALL.LZH	76	X SUPRATECH	910919	139392	285	2
18101	NEO_ICON.LZH	77	X W.BAUGH	910128	5040	276	2
19085	ACC13.ARC	78	X MURRAY	910421	1280	276	2
17903	BOOTTECH.LZH	79	X MAG.SOFTWARE	910107	10080	273	2
18156	NOTEPAD.LZH	80	X R.COATE2	910204	13860	272	2
18467	DCFLPCFG.ARC	81	X DOUBLE-CLICK	910301	5040	272	2
21184	REDFORM.LZH	82	X V.PATRICELL1	911007	25728	270	2
21687	LZH201I.LZH	83	X E.KRIMEN	911124	66304	269	40
20463	FRMD012D.LZH	84	X GRIBNIF	910810	18176	268	2
20958	KDP65.LZH	85	X MAG.SOFTWARE	910916	22656	268	2
19784	LOWSWITCH.ARC	86	X R.HARRINGTO1	910616	10752	266	2
20051	SHOWMEM4.ARC	87	X J.EIDSVOOG1	910705	4736	265	2
18397	SNAPIT.ARC	88	X D.SIMPSON7	910224	3780	263	2
17987	PFXPAK2.LZH	89	X W.LORING1	910114	10080	262	2
20221	DCMOUSER.ARC	90	X DOUBLE-CLICK	910719	4992	259	2
21314	JAMPACK4.LZH	91	X R.GLOVER3	911020	39552	258	40
19027	HOT_9104.LZH	92	X G.THERREAULT	910415	9472	258	2
19330	HOTSAV16.LZH	93	X J.EIDSVOOG1	910512	24064	256	2
21240	AREACO30.ARC	94	X GRMEYER	911012	55552	254	2
21154	PROQUEUE.ARC	95	X MCP.TECH01	911003	227968	254	2
19137	MAXI_PAT.PRG	96	X C.F.JOHNSON	910426	8576	252	2
19149	MAXIPAT2.PRG	97	X C.F.JOHNSON	910428	6528	251	2
18912	DC_RT_DC.ARC	98	X DOUBLE-CLICK	910405	5040	247	2
20048	CLOCKSET.ARC	99	X J.EIDSVOOG1	910705	3584	245	2
18361	FUJDESTT.ARC	100	X C.WALTERS1	910221	5040	244	2

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* PERUSING GENIE                               Compiled by Ed Krimen
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Atari Advertising
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Atari-ST RoundTable

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Category 14, Topic 3
Message 154 Sun Dec 01, 1991
S.COLLER [Steve] at 13:08 EST

The December issue of KEYBOARD Magazine has an official ATARI Christmas ad on page 50. It is nice to see!

Atari-ST RoundTable
Category 14, Topic 3
Message 158 Tue Dec 03, 1991
B.REHBOCK [Bill@Atari] at 02:37 EST

I am not sure of the market coverage, but I am sure that we currently have Christmas season Lynx ads on MTV and NBC and its affiliates. The Music marketing ads have hit, and we are working on the DTP/Professional Systems Group ads right now.

Atari-ST RoundTable
Category 14, Topic 3
Message 159 Wed Dec 04, 1991
BOB-BRODIE [Atari Corp.] at 17:28 EST

Steve,

The Lynx ads are being run primarily in Los Angeles right now. Why, you ask? Well, there are close to 20 Million people in the Southern California area, served by the big networks there. The signals get picked up by cable tv, and taken as far north as Santa Barbara and south to San Diego. That's an area bigger than a lot of states, both in population, and geography.

Re Walter Koenig. Your mistaken on this. The plans for an effort with Walter Koenig are for the Science Fiction cable channel. Which, to the best of my knowledge, isn't on the air yet. But will be soon. Look for an interview with Walter in an issue of Atari Explorer. We sent Mike Fulton, our resident Trekker, to visit Walter and help him get set up with his Mega STE system.

J.Saint1,

At the present time, we're sold out on Lynxes. Our entire inventory is committed. The LA area promotion is going to be the biggie for now. Things are going just GREAT for the Lynx right now!!!!

Nevin,

Don't forget to get a look at the current issue of Seybold Reports, too! They have an extensive story on Atari, and our developers that participate in the professional systems group.

regards,
Bob Brodie

Developers' Kit
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Atari-ST RoundTable
Category 14, Topic 17

Message 20 Mon Dec 02, 1991
B.REHBOCK [Bill@Atari] at 00:46 EST

The number for developer kit ordering/information is 408-745-2022. Gail Bacani is the person you will speak to. If you have any detailed questions you need answered, feel free to e-mail myself, or Mike Fulton (B.REHBOCK, MIKE-FULTON) here on GENie.

If you are interested in developing peripheral or enhancement hardware, there are hardware specs, schematics, etc. available on request to commercial level developers.

-Bill Rehbock, Director of Technical Services, Atari Corp.

Satisfied Atari Users
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Atari-ST RoundTable
Category 18, Topic 22
Message 137 Fri Nov 29, 1991
M.CAWTHON3 [Mike] at 02:21 EST

Welcome Aboard!

The TT is one hell of a bargain! And don't forget, the TT comes with a very nice Keyboard and mouse which are extra bucks on the Mac. I have compared the TT to my friends IIsi and I find the TT to be much faster and an all around better machine. I use the Spectre for Macintosh software and the TT runs circles around the MAC. If you do a lot of DTP and you can afford it, buy the 19" monitor, man what a pleasure it is working with this monitor. I am looking forward to the next upgrade from Dave Small, I here the spectre software will work with the internal SCSI HD. I recently did a graphics handling demonstration for the Front Range Desktop Publishers Association, I can tell you that all were very impressed with the machine. This group included many hard core Mac and PC users, when they saw the TT in action, well these are some quotes "Did you see that!, that sure was fast, what a crisp monitor display, what program is that? PageStream, wow, pagemaker won't do that, I have to switch to another program, do the work, and then load it into page maker!, nice looking machine" and a lot of other comments about the machine, all good!! I really felt good about my decision to purchase a TT over a Mac or PC. One PC Page Maker user asked how much PageStream was going for and when I told her-her jaw about hit the floor and many oooooos and aaahhs came from the audience.

Count me in on the Satisfied Atari Customer List!
Talk to ya l8ter... Mike

Atari-ST RoundTable
Category 18, Topic 2
Message 74 Sun Dec 01, 1991
D.DAVIS42 at 22:36 EST

I have been following this message base for a while, listening to both sides of these arguments. And I must admit, I have been seriously thinking of buying a non-Atari computer, because I felt like I 'should'. At work I use an AT&T micro-mini under UNIX sys 5, and a 386SX PC.

I thought that the reason I have stayed with Atari is because I have had

an Atari since the 600XL and have since owned about 4 8-bits and 2 ST's. But after my experiences in my professional life, I believe that the reason I have stayed with the Atari computers is because they do the best job FOR WHAT I DO, and I can afford them. And I might add, after listening to some of the disussions pro versus con here, I have decided that investing in a new Atari computer is the right thing to do for me.

The arguments about clockspeed and resolution are, in alot of cases, just number chasing (IMHO) with regard to the tasks they will be used for. I can get routine tasks done much quicker on my ST than the same tasks on the 386SX at work. I'm sure there are alot people that can do it faster on the PC, but I'll stick with the ST.

Finally, I really do believe things will get better for the ST/TT line. (No.. I haven't been drinking) <grin>. And, yes.. a big factor in my staying Atari is the people who use and support it. So it looks like my next decision is whether to get a MSTe or a TT.

Later
Darrel

Atari-ST RoundTable
Category 18, Topic 2
Message 75 Mon Dec 02, 1991
N.WEINRESS [IAAD Member] at 00:00 EST

Nicely said, Darrel. I never owned an Atari before getting an ST, but I did own other 8-bit systems. I like the ST and stick with it because of the GEM operating system...the full version we have in contrast to the emasculated one on the PC's. I've had to buy PC's for certain technical programs that just aren't available on the ST, but that's all I use them for. For everything else, I use the Atari's. They're comfortable, I guess.

Norm

Megafire Help
=====
Atari-ST RoundTable
Category 14, Topic 22
Message 39 Tue Dec 03, 1991
M.EVERHART2 [MIDIMIKE] at 04:04 EST

Perhaps someone in this category can offer advise. I wish to use a Megafire 30 with a Mega STE, and need to change the device #. How do I do this? I opened the case but there are no DIP switches visible.

Atari-ST RoundTable
Category 14, Topic 22
Message 40 Tue Dec 03, 1991
M.DRYSDALE [Drys] at 07:52 EST

Take the metal shielding off and you'll be able to see the DIP switches on a MEGAFIRE 30.

Mike Drysdale, TEAM COMPUTERS

STE SIMMs and Monitor Info

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Atari-ST RoundTable

Category 14, Topic 6

Message 62 Mon Dec 02, 1991

G.HAUER [GHauer] at 23:07 EST

I went out shopping for a 4-meg 1040 STe today and found only one dealer that will have them in stock later this week. I was told the machine I ordered "will be a 520 STe with 4 megabytes of memory. They're all the same - the 1040's and the 520's - except for the label on the case and the amount of memory."

Is this true, or will I be getting a machine with reduced capability and expanded memory?

I'll ==> VERY MUCH <== appreciate responses to this question by December 4 so I can cancel the order if I need to.

Thanks!... Gary Hauer

Atari-ST RoundTable

Category 14, Topic 6

Message 63 Mon Dec 02, 1991

D.A.BRUMLEVE [kidprgs] at 23:41 EST

Gary, the dealer is giving you the real scoop. My nephew bought a 520STe last year and upgraded it to 4meg. It's every bit an STe.

Atari-ST RoundTable

Category 14, Topic 6

Message 64 Tue Dec 03, 1991

S.WINICK at 07:11 EST

Gary,

To the best of my knowledge, all 520STe distributed in this country so far have had all 4 SIMM sockets in place for easy upgrading. That rumor about the crippled 520STe's has been floating around for some time now; but so far its only been a rumor. All 520STe's we've seen have had all 4 SIMM sockets in place.

As long as you're having your dealer upgrade your system memory before delivery, you'll know for sure about whether or not all 4 SIMM sockets are in place in your machine anyway.

Atari is shipping 1040STe's and the 1040STe Family Curriculum special bundles. We received a shipment of them yesterday, as a matter of fact. The bundle includes 5 boxes of software, with a total of 12 disks full of useful software for everyone in the family from early learning through home business applications.

I don't think Atari has begun shipping the 520STe bundles yet; I believe they're still waiting for the next shipment to arrive. They're supposed to be available BEFORE Christmas, but if that date is critical to you, you might want to make alternative plans with your dealer for a 1040STe --- just in case!

There are also specials available on the SC1224 color monitors. The

difference in price between that and the newer 14" SC1435 may be very appealing to anyone on a limited budget. And while the 1435 offers a larger picture and stereo sound, the 1224 is definitely superior for text display because it offers a tighter dot per inch display to go along with its lower price.

Regards,
Sheldon Winick (Computer STudio - Asheville, NC)

ST Book Durability

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Atari-ST RoundTable

Category 14, Topic 7

Message 152 Mon Dec 02, 1991

B.REHBOCK [Bill@Atari] at 00:26 EST

I have one thing to add to Tracy's comments. (Being one of the two people that have actually been beating up STBOOKs 'on the road' [Sam Tramiel is the other:-)])

- 1) My personal record is over 11 hours on a charge
- 2) The latest (but not final) revision of the latch is very solid.
- 3) The rest of the machine is quite solid and reliable; so far mine has been: dropped in a duffle bag from waist-high (Tracy was carrying it and the strap on the bag broke) and the lid was closed on my thumb, enough to bruise my fingernail (by Leonard Tramiel, accidentally :-) and it has not skipped a beat!

-Bill Rehbock, Atari Corp.

STylus Development

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Atari-ST RoundTable

Category 14, Topic 7

Message 154 Tue Dec 03, 1991

B.REHBOCK [Bill@Atari] at 02:53 EST

Anthony, (and everyone)

The situation with the STylus is not quite as bleak as reported. We have the burner turned way up on shipping STBOOKs and TT's and FSMGDOS more than we have the burner turned 'down' on the STylus. As I stated at the Chicago show, we are carefully looking at the Pen-Based market. We spoke at great depth with people at Comdex that looked at the Momenta, and the offerings that were at the Microsoft Pen-Windows booth. End-users demand well less than 1% error rate in the handwriting recognition software; nobody can offer that in software yet. We are standing ready to launch it if the market should be able to bear the product, but right now, there are a lot of companies spending a lot of money on the Pen-Based market and getting absolutely _nowhere_ with them. The GridPad has been on the market for over three years and it along with the other dozen or so Pen-Based units that have been on the market have had less than 10,000 total sales WORLD-WIDE. The Pen-Based market is still for the Vertical/Industrial OEM-types, not the consumer-oriented. We are monitoring the market very carefully and assure you that the ball won't be dropped, but we're not going to waste our time

chasing windmills when our time and resources are better spent on much more important things.

-Bill

Atari-ST RoundTable
Category 14, Topic 7
Message 155 Tue Dec 03, 1991
S.WINICK at 07:14 EST

I have to agree with Atari's position regarding Stylus development, as stated in Bill Rehbock's previous post. While everyone is always interested in state-of-the-art systems, the "real" market for such technology is often limited for very expensive systems. And new technology invariably IS very expensive when it first appears.

For a relatively small company like Atari, what is most needed are solid, dependable, and affordable systems that are readily available. Atari will definitely benefit from giving priority to increasing its production and distribution capabilities of saleable, affordable systems such as the STBook and class B TT030 to round out its product offerings. Add in a well-designed advertising and dealer recruitment program along with improved dealer support (which will translate to improved customer support as well!) and we'll see an Atari on the move --- for real!

Sheldon Winick (IADA/Computer Studio - Asheville, NC)

Atari-ST RoundTable
Category 14, Topic 7
Message 156 Tue Dec 03, 1991
J.SPANDE [John Spande] at 19:56 EST

While I agree with everything that Bill and Sheldon said, I think there is one other important consideration. I understand that Atari's Stylus achieved better handwriting accuracy than others. If this is the case there might be the opportunity to achieve some favorable recognition among professional users. The Atari name can use all the respect it can get. Even if the Stylus were not a money maker in and of itself, it might result in a net gain by improving STbook and TT/MSTE sales.

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YEAR IN REVIEW: 1991
TOP 25 Z*NET DOWNLOADS OF 1991 ON GENIE/COMPUSERVE
Compiled by Ron Kovacs

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The following list was compiled from the GENie ST Roundtable Library 25. And CompuServe Atari Arts Forum. Period used: December 1, 1990 thru November 30, 1991.

GENIE

21164	ZNET9142.ARC	X Z-NET	911004	35456	776	25
20817	ZNET9137.ARC	X Z-NET	910907	29952	662	25
19463	ZNET9122.ARC	X Z-NET	910524	28032	645	25
19239	ZNET9118.ARC	X Z-NET	910503	39424	641	25
21019	ZNET9140.ARC	X Z-NET	910920	32384	639	25

17956	ZNET9102.ARC	X Z-NET	910112	25200	637	25
17880	ZNET9101.ARC	X Z-NET	910105	27720	635	25
19387	ZNET9121.ARC	X Z-NET	910517	28416	626	25
18743	ZNET9111.ARC	X Z-NET	910322	37800	624	25
18385	ZNET9107.ARC	X Z-NET	910223	34020	621	25
19066	ZNET9116.ARC	X Z-NET	910420	27904	621	25
21354	ZNET9145.ARC	X Z-NET	911025	39168	620	25
19745	ZNET9125.ARC	X Z-NET	910614	29440	606	25
19559	ZNET9123.ARC	X Z-NET	910531	32640	602	25
20922	ZNET9138.ARC	X Z-NET	910914	40960	599	25
17597	ZNET549.ARC	X Z-NET	901215	32760	597	25
18666	ZNET9110.ARC	X Z-NET	910315	35280	596	25
20149	ZNET9129.ARC	X Z-NET	910712	36224	594	25
18804	ZNET9112.ARC	X Z-NET	910329	37800	593	25
18140	ZNET9104.ARC	X Z-NET	910202	35280	588	25
18477	ZNET9108.ARC	X Z-NET	910302	23940	581	25
18988	ZNET9115.ARC	X Z-NET	910412	40704	580	25
18283	ZNET9106.ARC	X Z-NET	910216	28980	575	25
18205	ZNET9105.ARC	X Z-NET	910209	50400	575	25

COMPUSERVE

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Z9120.TXT/Asc   Bytes:   2676, Count:   211, 15-May-91
Z9121.ARC/Bin   Bytes:  28416, Count:   112, 18-May-91
ZNT549.ARC/Bin   Bytes: 30464, Count:   118, 15-Dec-90
ZN9109.ARC/Bin   Bytes: 37376, Count:   104, 09-Mar-91
Z9148.ARC/Bin   Bytes: 33536, Count:    99, 16-Nov-91
Z9144.TXT/Asc   Bytes:   8320, Count:    99, 19-Oct-91
ZNT914.ARC/Bin   Bytes: 33536, Count:    94, 03-Feb-91
Z9111.ARC/Bin   Bytes: 35328, Count:    93, 22-Mar-91
Z9140.ARC/Bin   Bytes: 32384, Count:    93, 20-Sep-91
ZN9108.ARC/Bin   Bytes: 22400, Count:    89, 02-Mar-91
Z9105.ARC/Bin   Bytes: 48384, Count:    89, 12-Feb-91
Z9117.ARC/Bin   Bytes: 35200, Count:    89, 27-Apr-91
Z9122.ARC/Bin   Bytes: 28032, Count:    89, 25-May-91
Z9142.ARC/Bin   Bytes: 35456, Count:    88, 04-Oct-91
Z9138.ARC/Bin   Bytes: 40960, Count:    87, 15-Sep-91
Z9116.ARC/Bin   Bytes: 27904, Count:    82, 20-Apr-91
Z9123.ARC/Bin   Bytes: 32640, Count:    82, 01-Jun-91
Z9141.ARC/Bin   Bytes: 32000, Count:    81, 28-Sep-91
Z9125.ARC/Bin   Bytes: 29440, Count:    79, 15-Jun-91
Z9115.ARC/Bin   Bytes: 40704, Count:    77, 13-Apr-91
Z9118.ARC/Bin   Bytes: 39424, Count:    75, 04-May-91
Z9133.ARC/Bin   Bytes: 29952, Count:    75, 10-Aug-91
Z9112.ARC/Bin   Bytes: 35456, Count:    74, 29-Mar-91
Z9119.ARC/Bin   Bytes: 30080, Count:    74, 11-May-91

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